Tkinter – Les 1

Dit is de opmaak voor een simpele rekenmachine. Ik heb deze nog niet aan de praat, maar ik verwacht dat dit in toekomstige lessen wel gaat gebeuren.

#Note – Ik heb ervoor gekozen om grid() te gebruiken in plaats van pack(), omdat deze makkelijker een grid-patroon van knoppen laat opbouwen. Grid() en pack() lijken echter incompatibel te zijn, wat betekent dat er helemaal geen pack() functies in deze code voorkomen.

Code:

from tkinter import \*  
from tkinter.ttk import \*  
WIDTH = str(300)  
HEIGHT = str(250)  
windowSize = WIDTH + 'x' + HEIGHT  
  
root = Tk()  
root.title("Calculator")  
root.geometry(windowSize)  
*#calcFrame = Frame(root)  
#label\_frame = LabelFrame(root, text = 'Basic Calculator')  
#label\_frame.grid(column = 0, row = 0, padx = 10, pady = 10)*style = Style()  
style.configure('TButton', font = ('verdana', 20, 'bold'),foreground = 'gray', background = 'dark gray', width = 3)  
  
label\_frame = LabelFrame(root)  
label\_frame.grid(column = 0, row = 0, padx = 10, pady = 10)  
  
style.map('TButton', foreground = [('active', '!disabled', 'green')], background = [('active','black')])  
  
  
  
txt = Entry(label\_frame, width = 43, text = '0', style = 'TButton')  
txt.grid(column = 1, row = 0, columnspan = 10)  
  
button1 = Button(label\_frame, text=' 1 ', style = 'TButton', command = None)  
button1.grid(column = 1, row = 3)  
button2 = Button(label\_frame, text=' 2 ')  
button2.grid(column = 2, row = 3)  
button3 = Button(label\_frame, text=' 3 ')  
button3.grid(column = 3, row = 3)  
button4 = Button(label\_frame, text=' 4 ')  
button4.grid(column = 1, row = 2)  
button5 = Button(label\_frame, text=' 5 ')  
button5.grid(column = 2, row = 2)  
button6 = Button(label\_frame, text=' 6 ')  
button6.grid(column = 3, row = 2)  
button7 = Button(label\_frame, text=' 7 ')  
button7.grid(column = 1, row = 1)  
button8 = Button(label\_frame, text=' 8 ')  
button8.grid(column = 2, row = 1)  
button9 = Button(label\_frame, text=' 9 ')  
button9.grid(column = 3, row = 1)  
button0 = Button(label\_frame, text=' 0 ')  
button0.grid(column = 2, row = 4)  
buttonAdd = Button(label\_frame,text=' + ')  
buttonAdd.grid(column = 4, row = 4)  
buttonSub = Button(label\_frame,text=' - ')  
buttonSub.grid(column = 4, row = 3)  
buttonMul = Button(label\_frame,text=' x ')  
buttonMul.grid(column = 4, row = 2)  
buttonDiv = Button(label\_frame,text=' / ')  
buttonDiv.grid(column = 4, row = 1)  
buttonCalc = Button(label\_frame,text=' = ')  
buttonCalc.grid(column = 3, row = 4)  
  
  
root.mainloop()